

FIG. 1

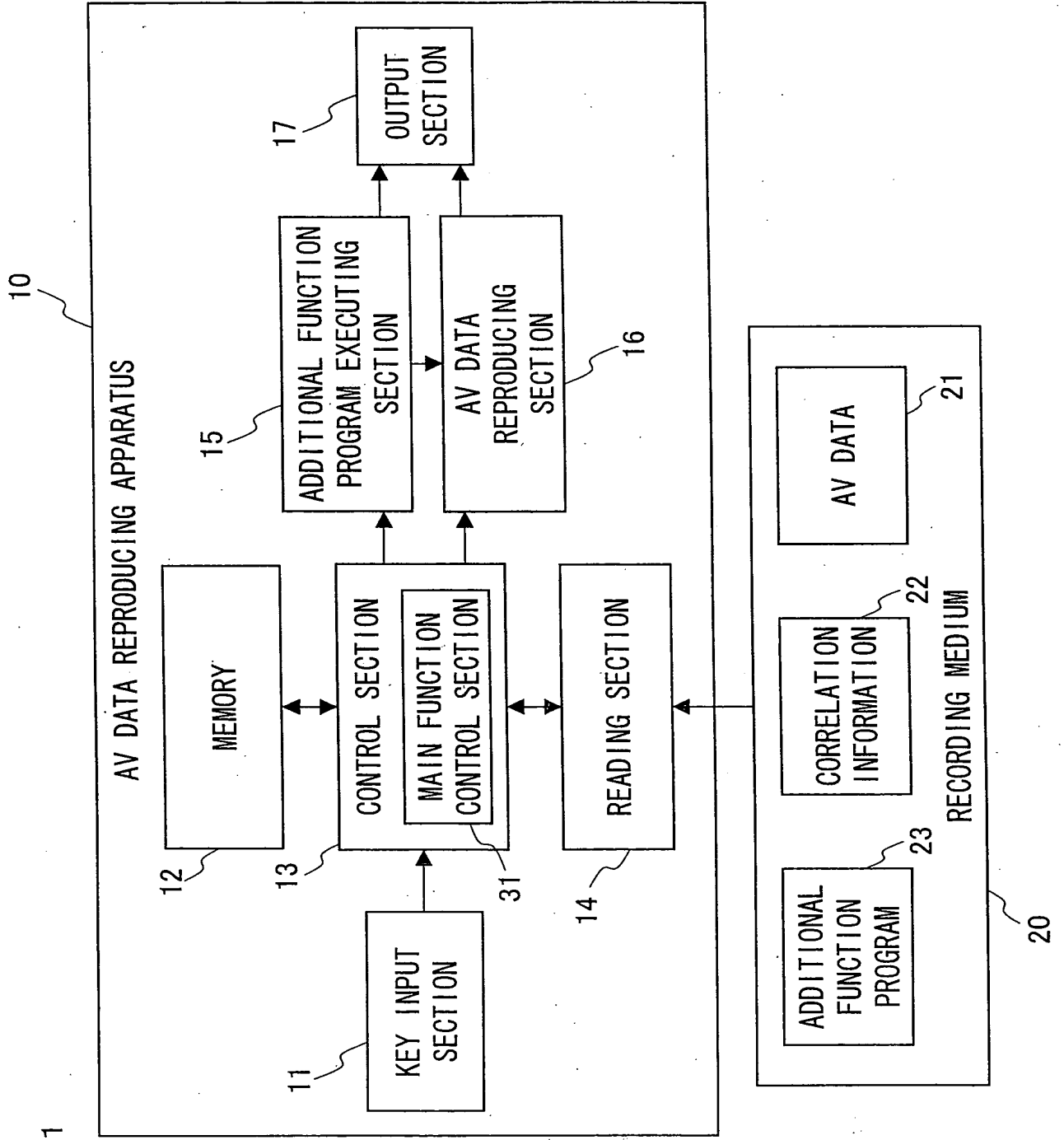


FIG. 3

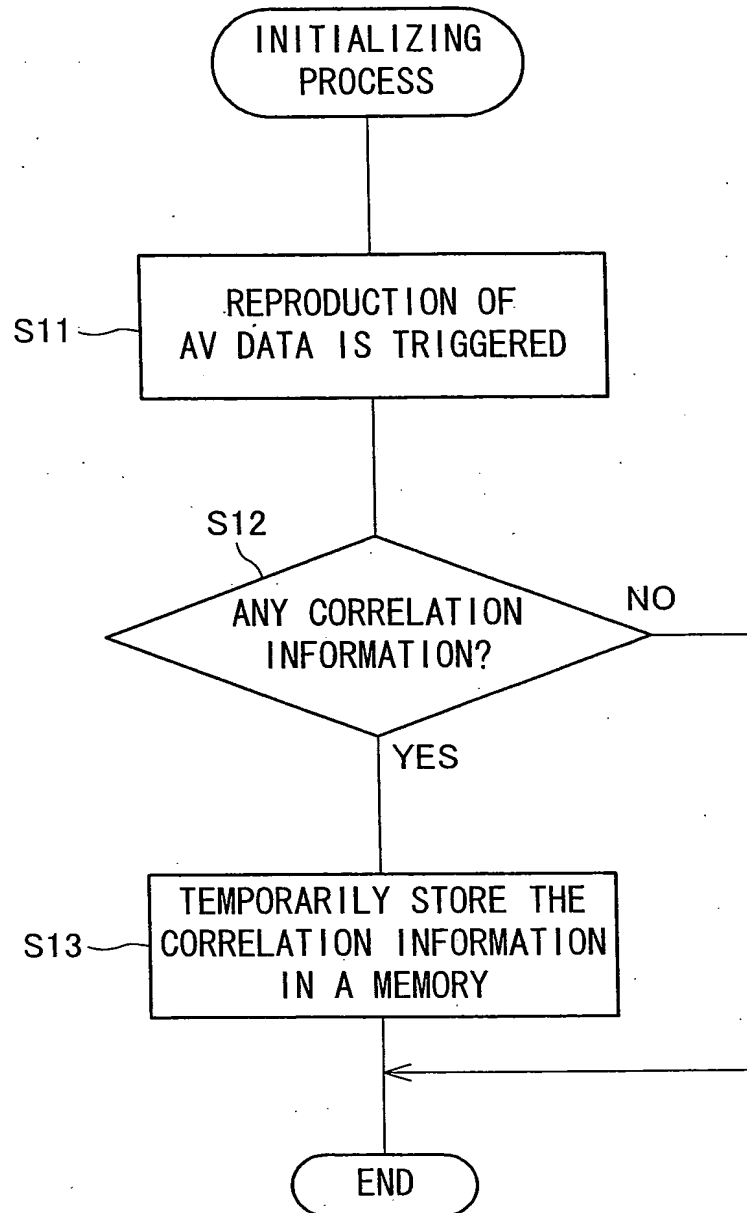


FIG. 4

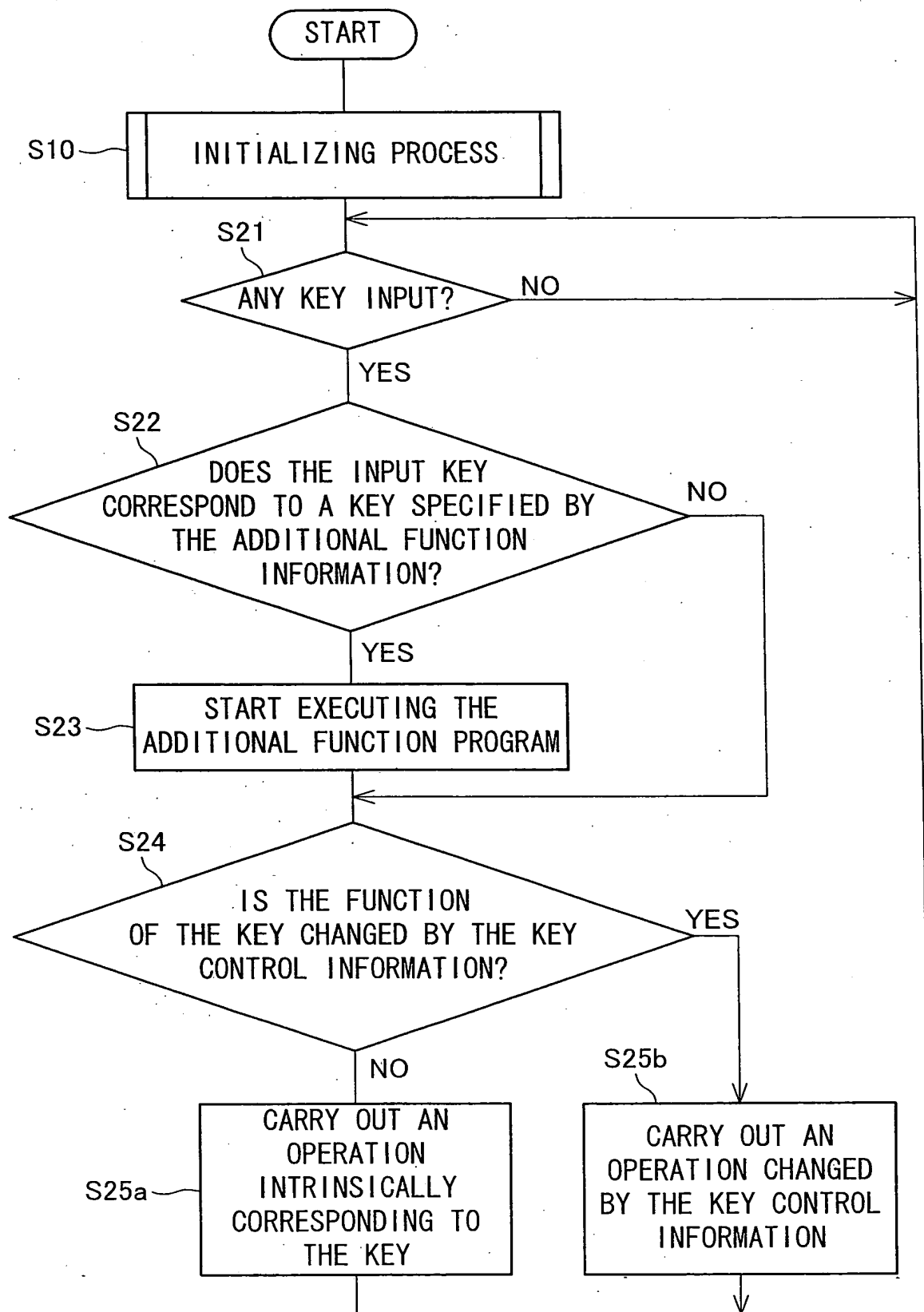


FIG. 5

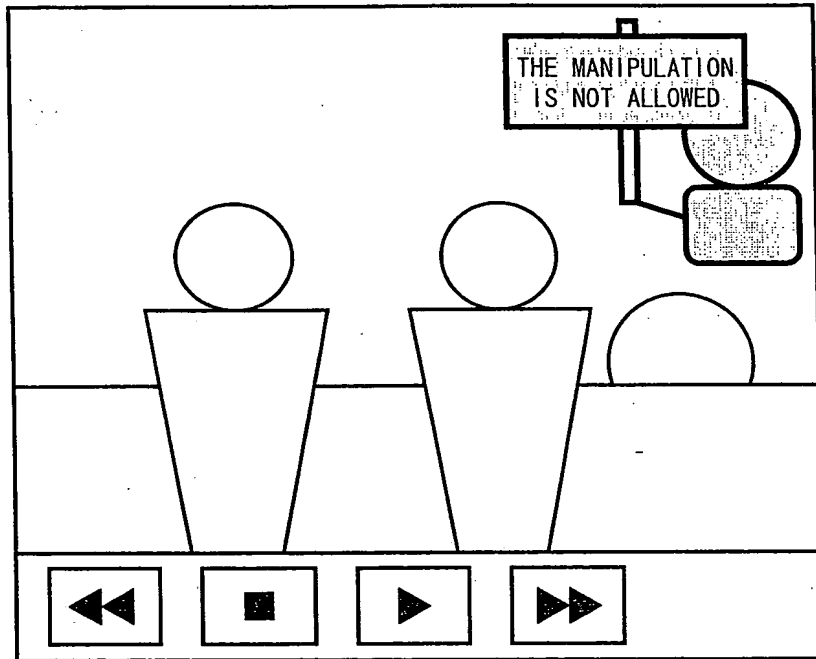


FIG. 6

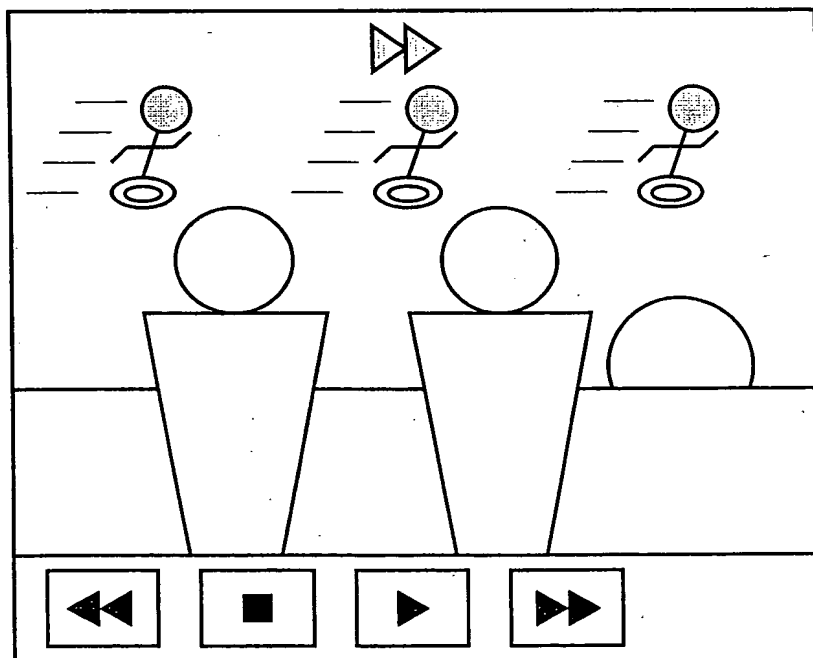


FIG. 7

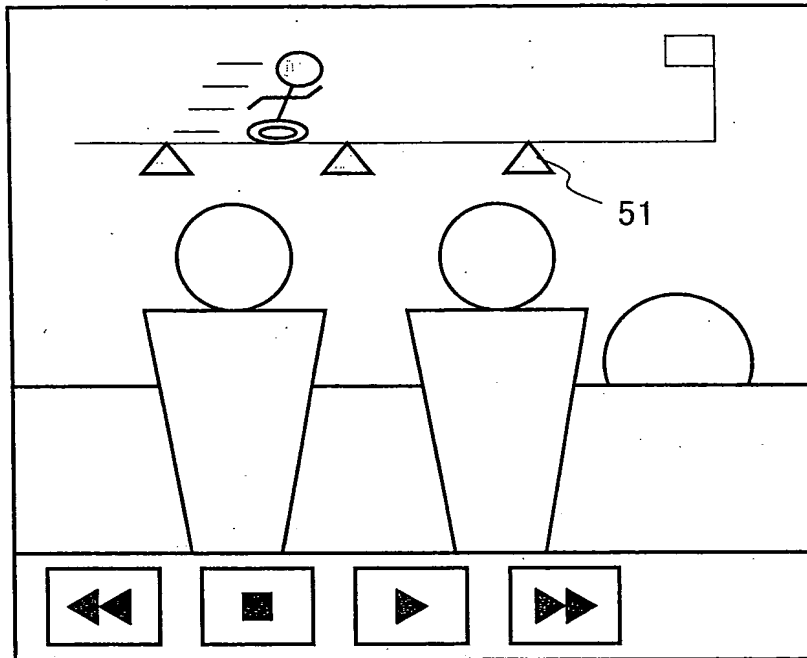


FIG. 8

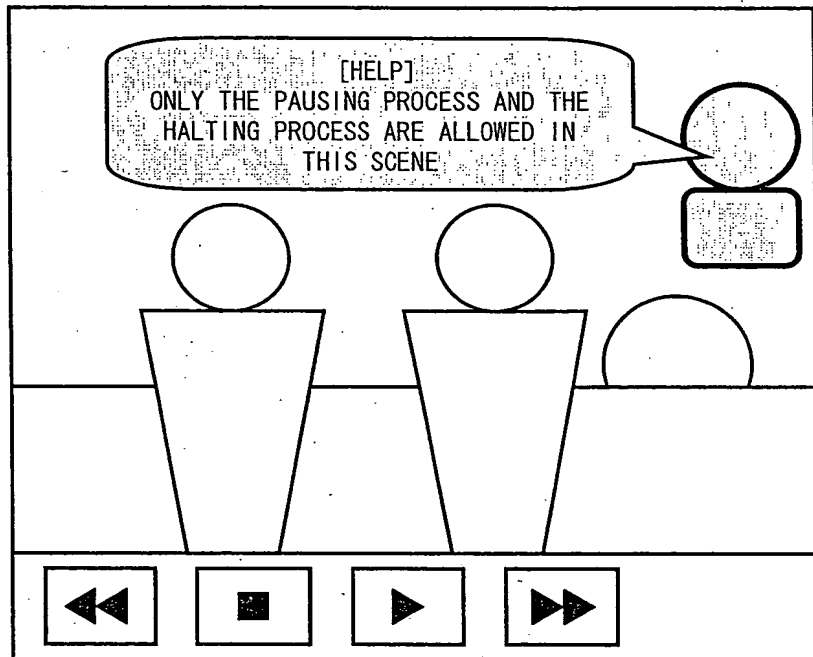


FIG. 9

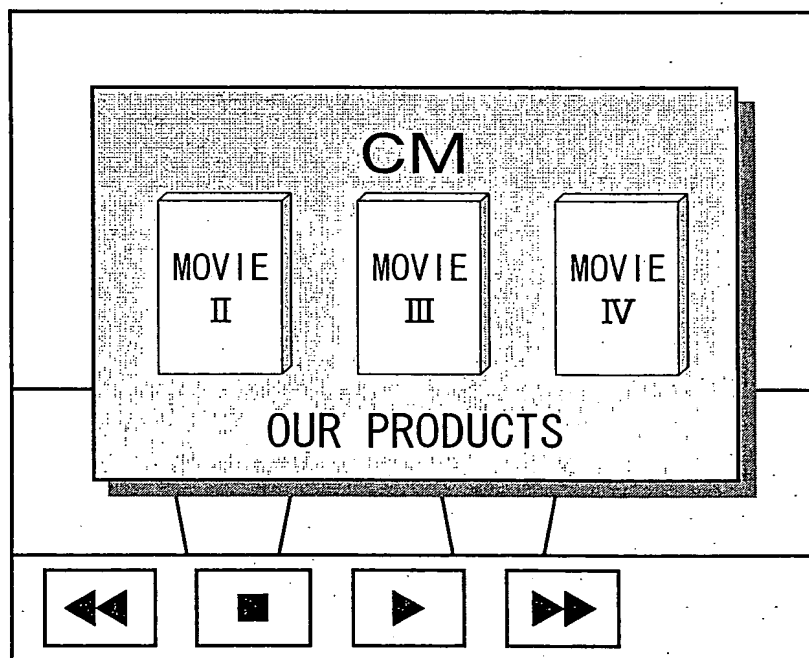


FIG. 10

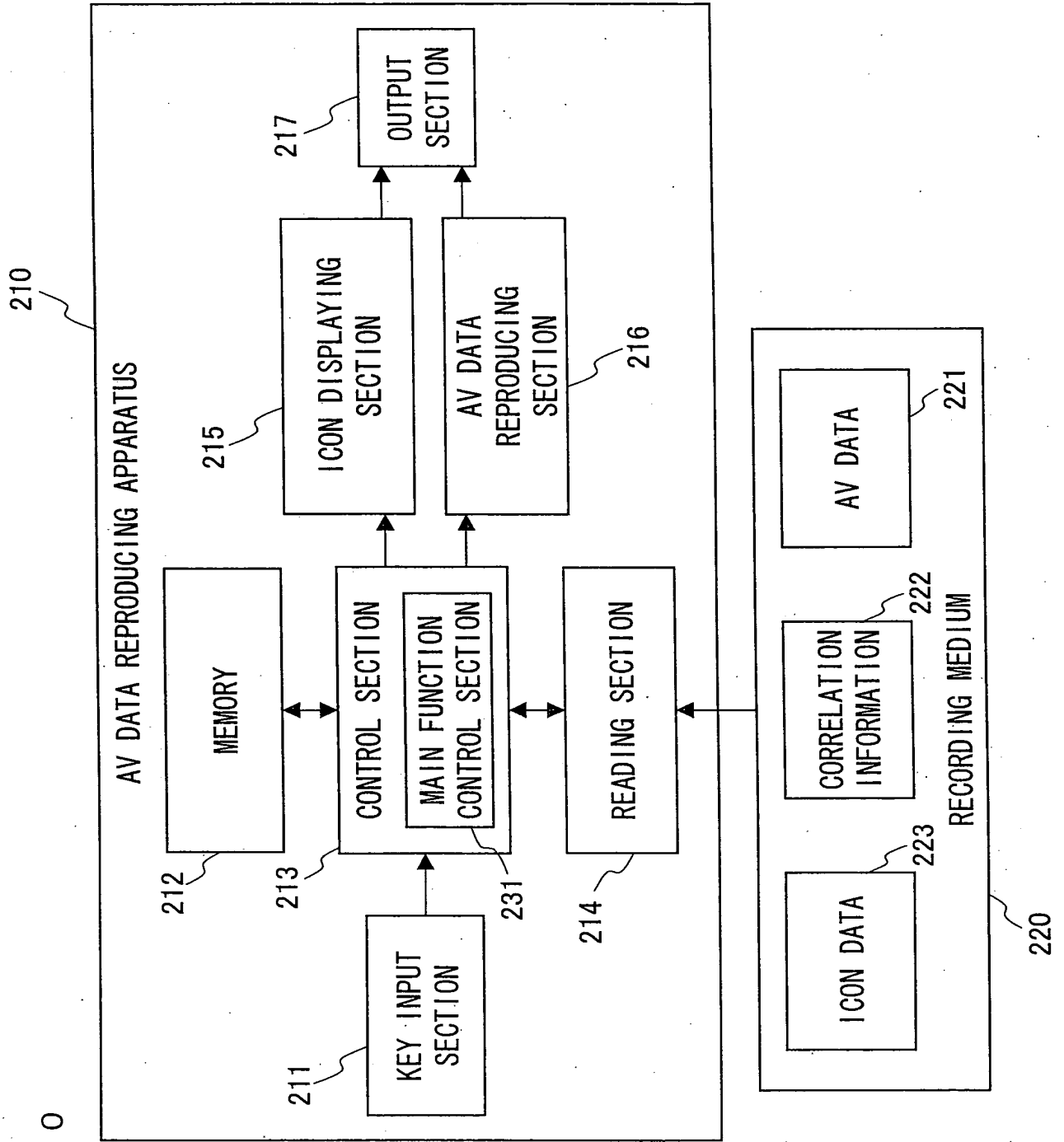


FIG. 12

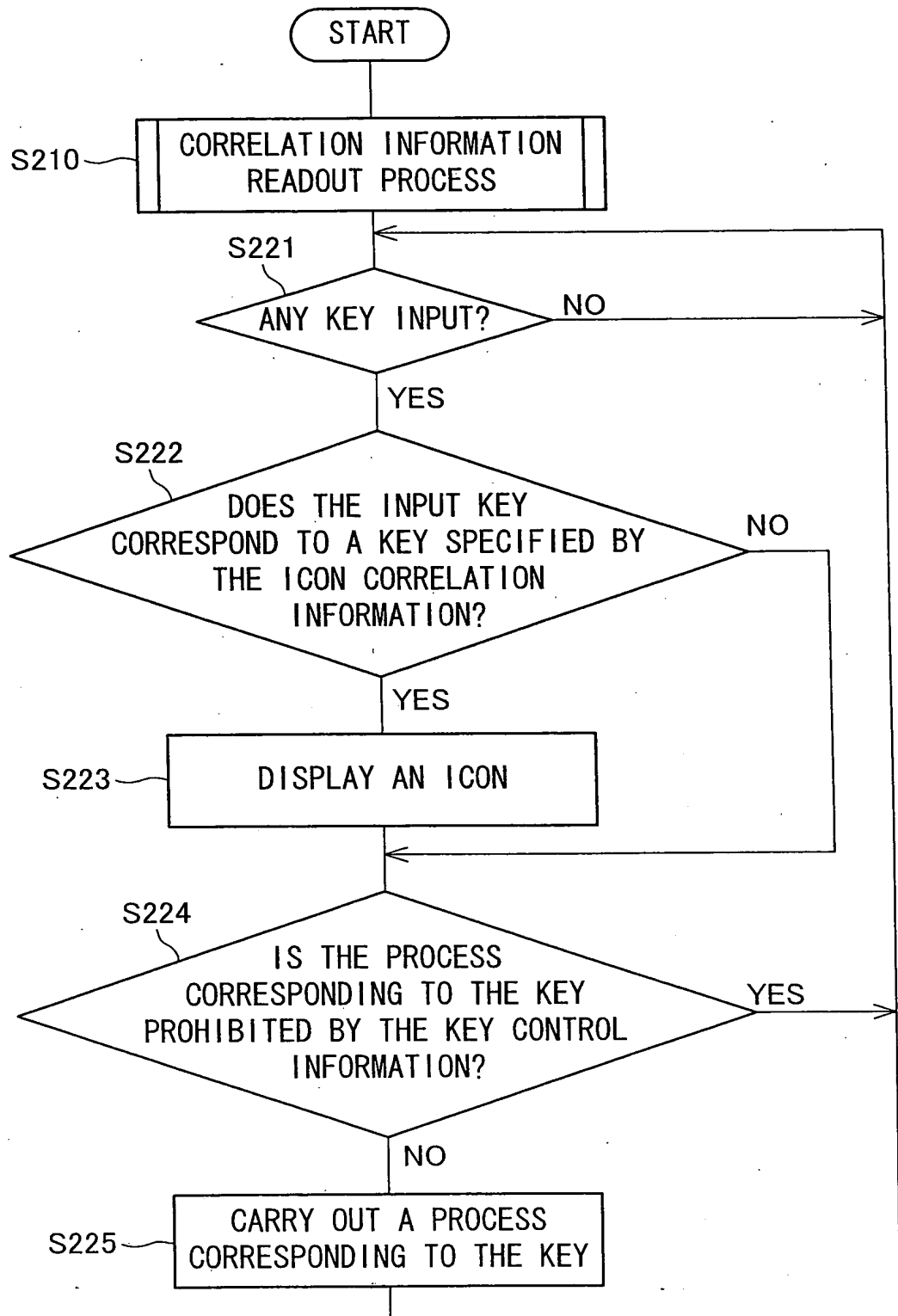


FIG. 13

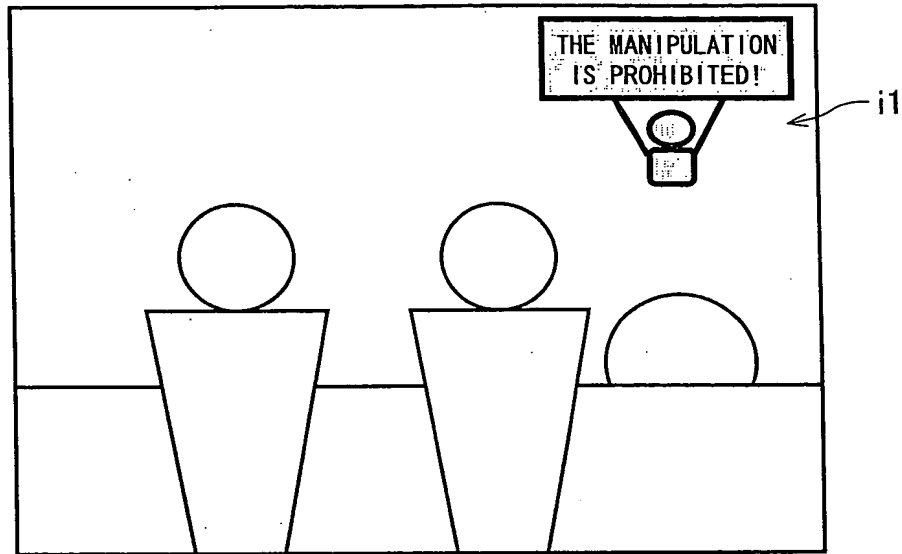


FIG. 14

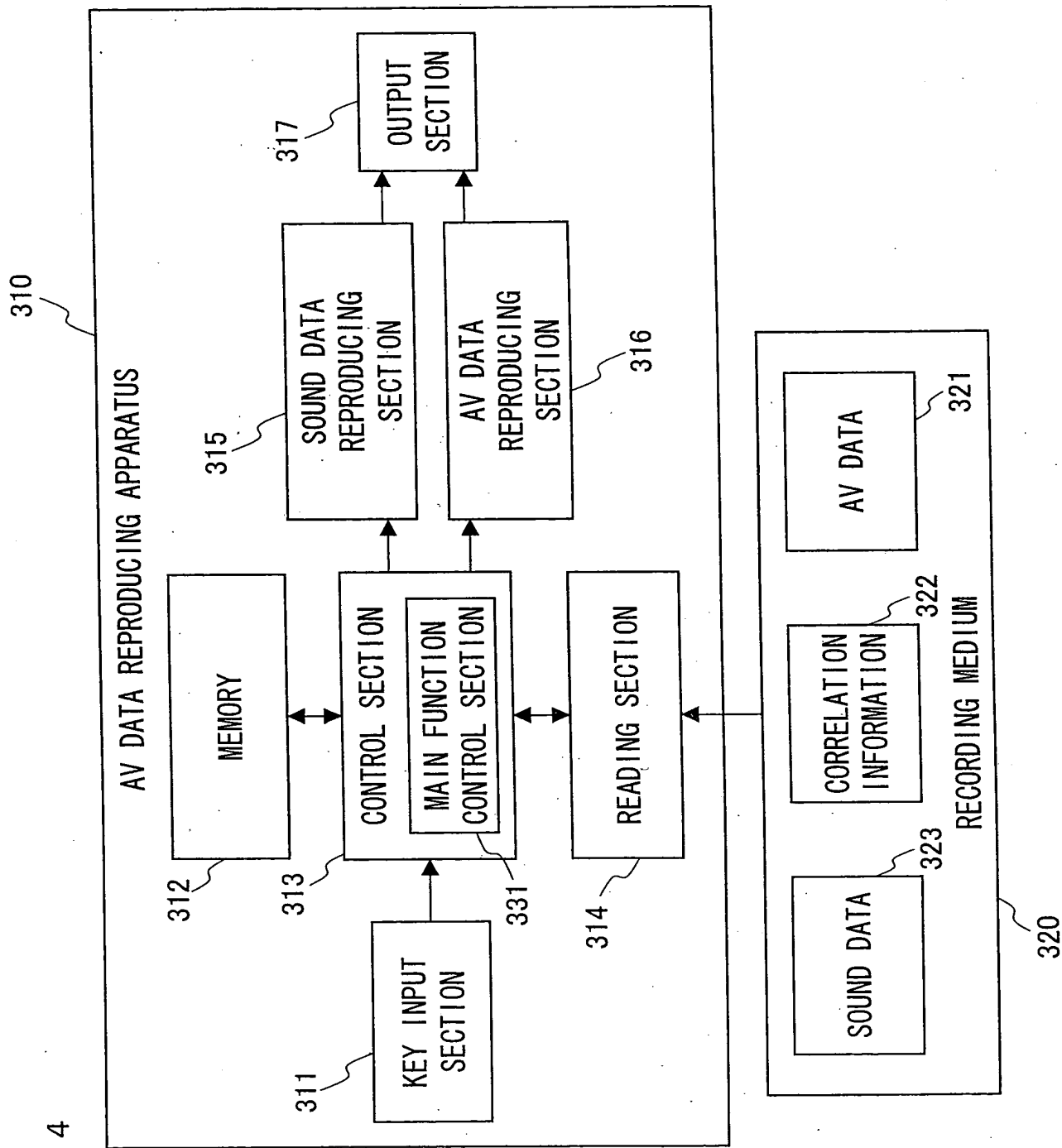


FIG. 16

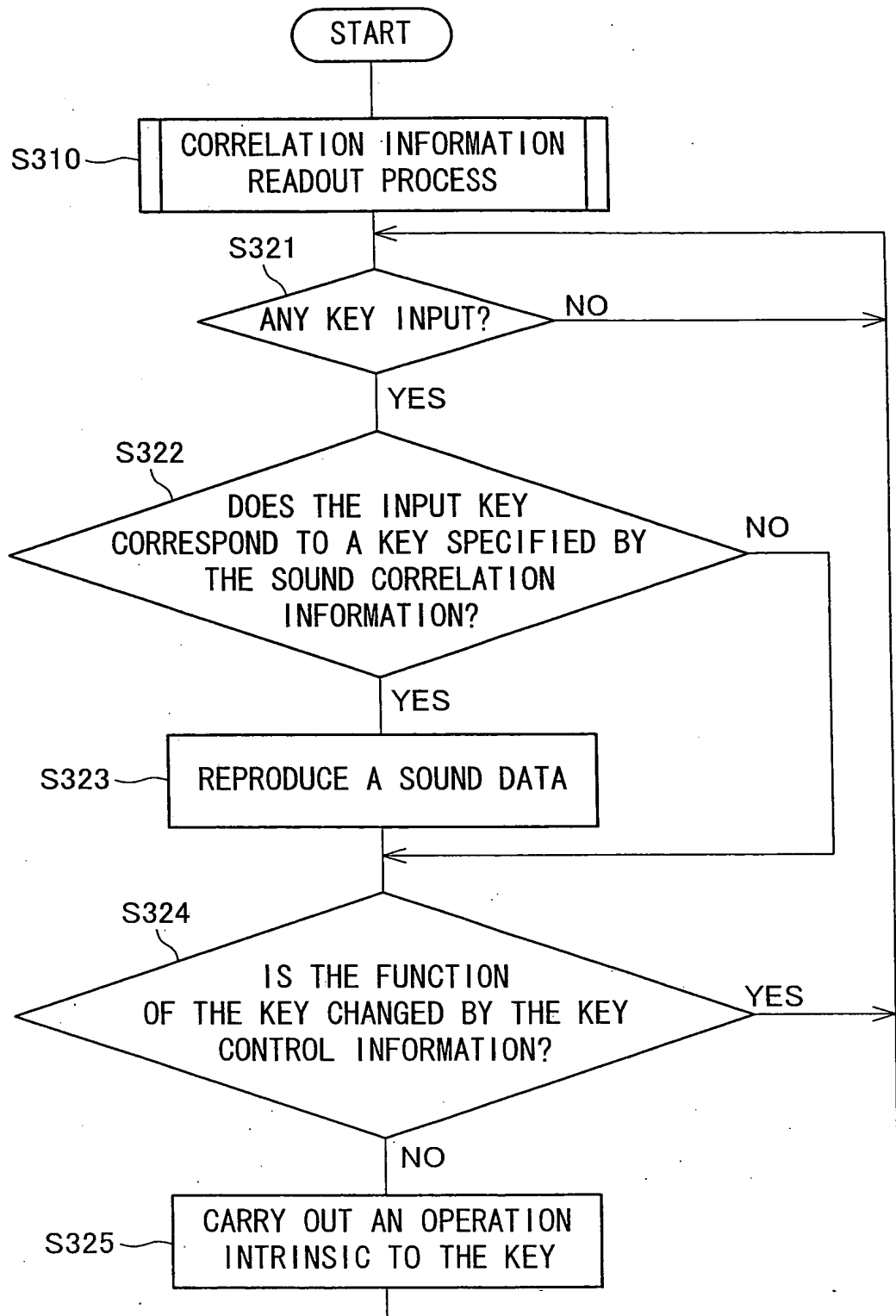
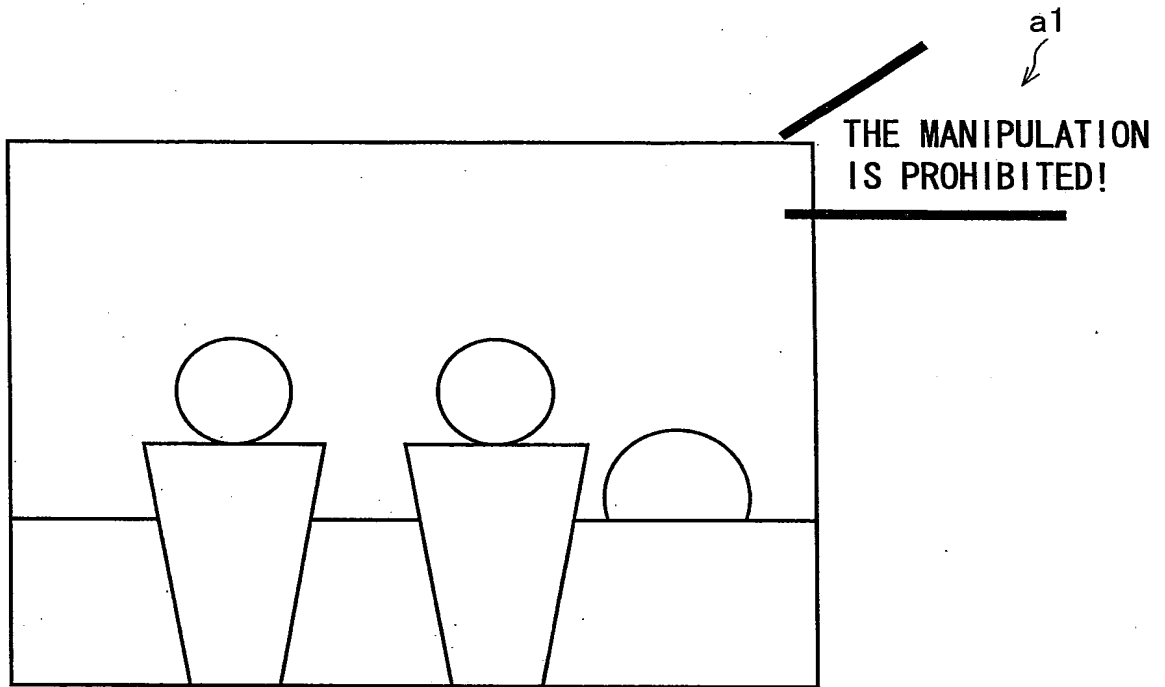
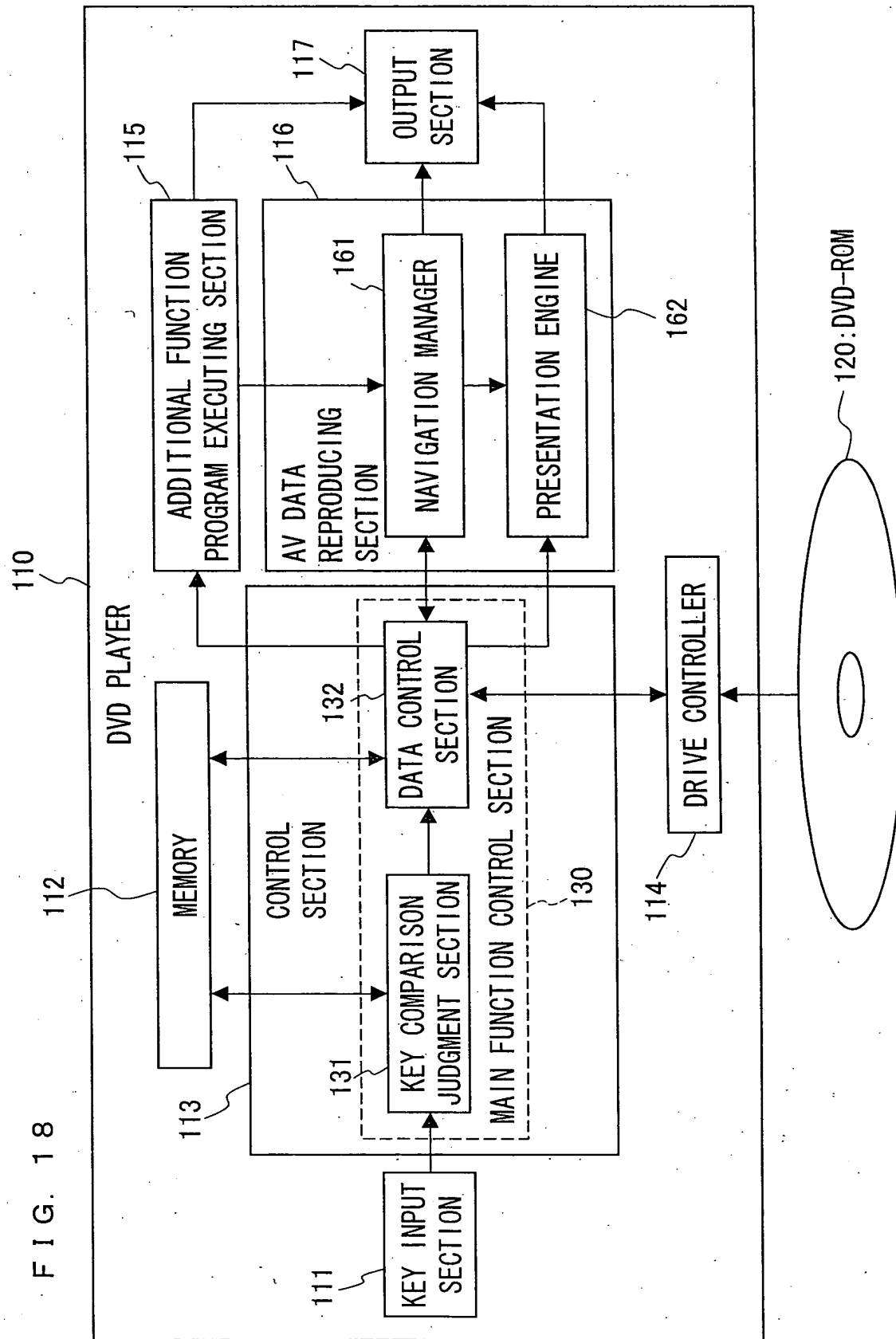


FIG. 17





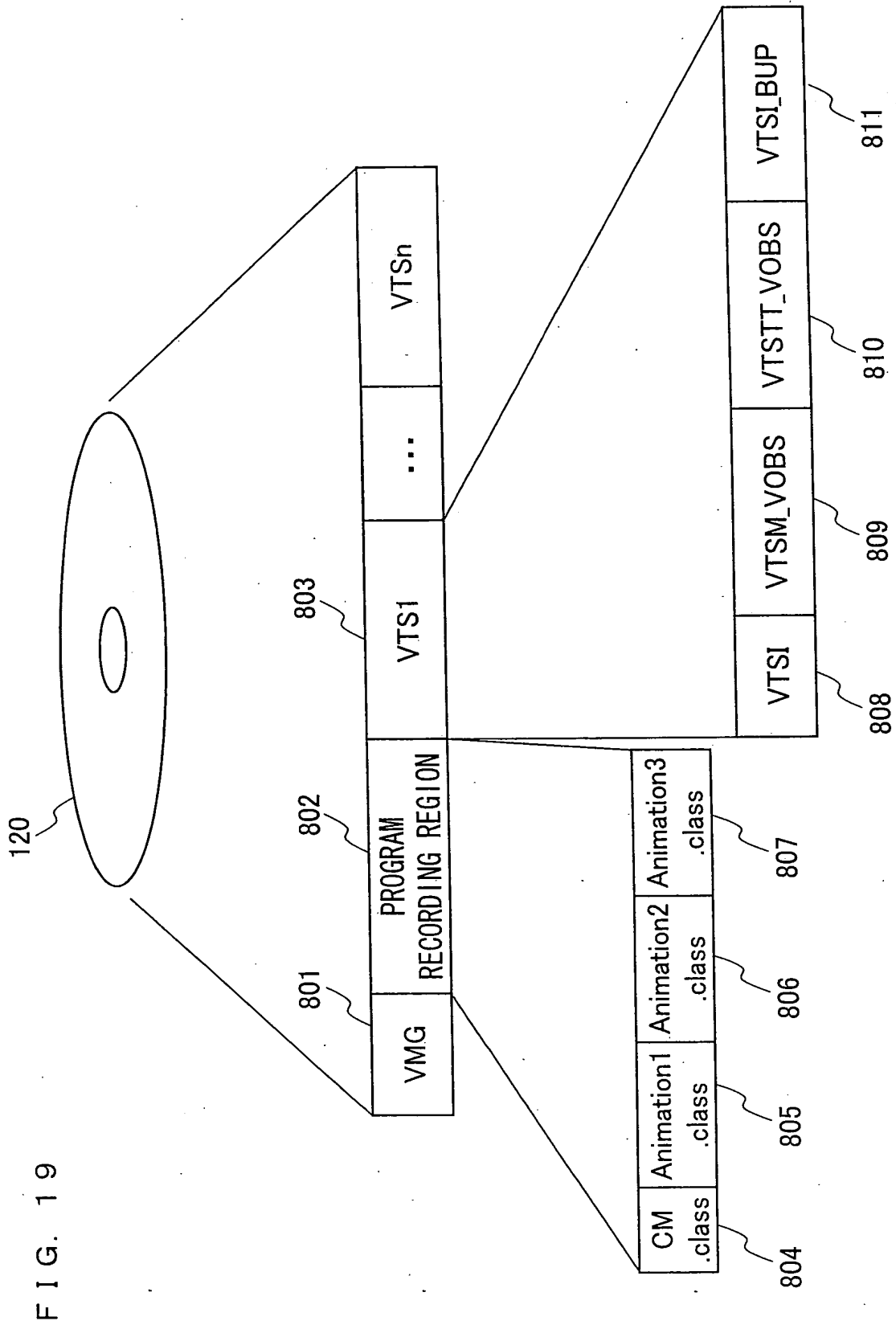


FIG. 20

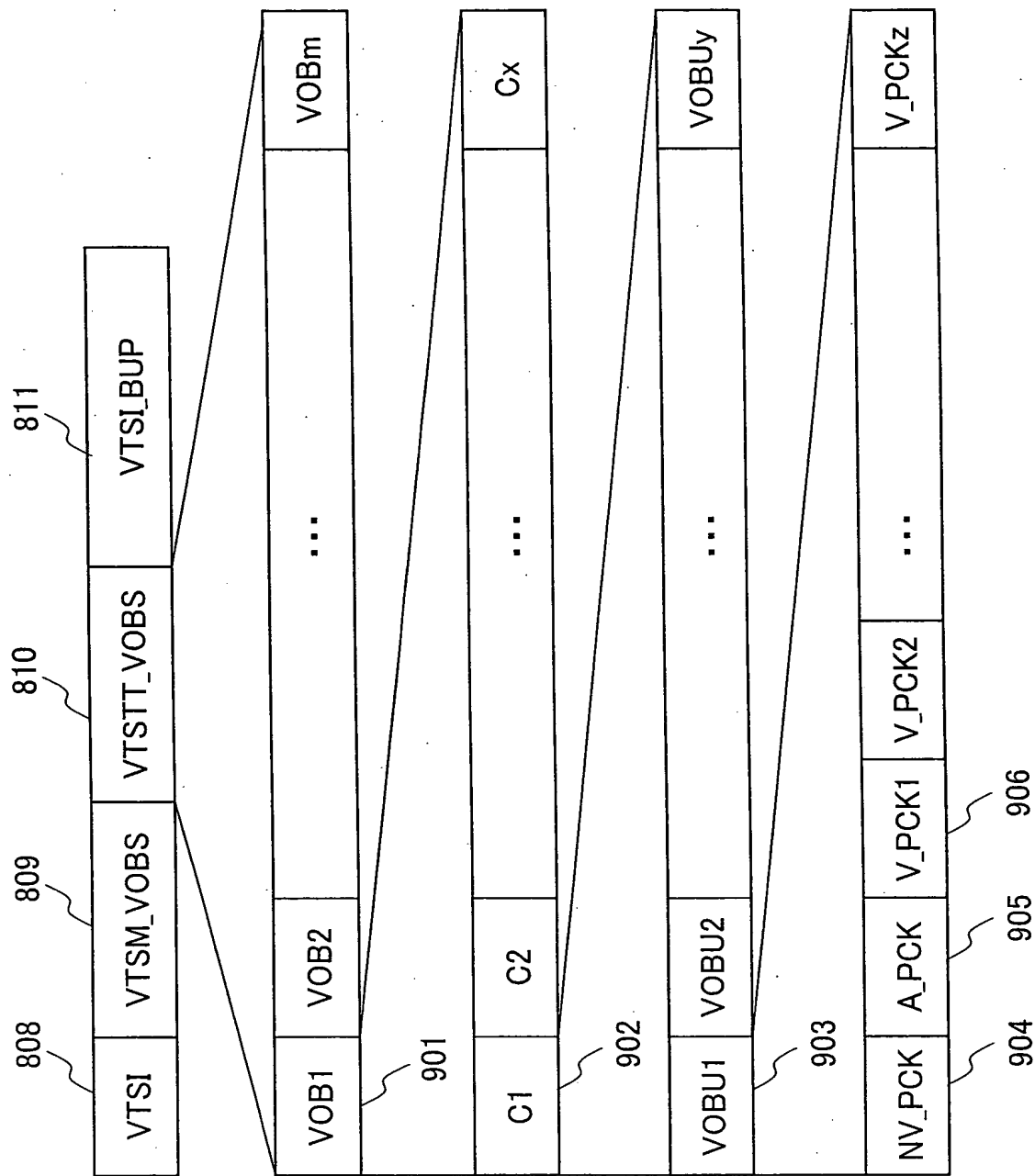


FIG. 21

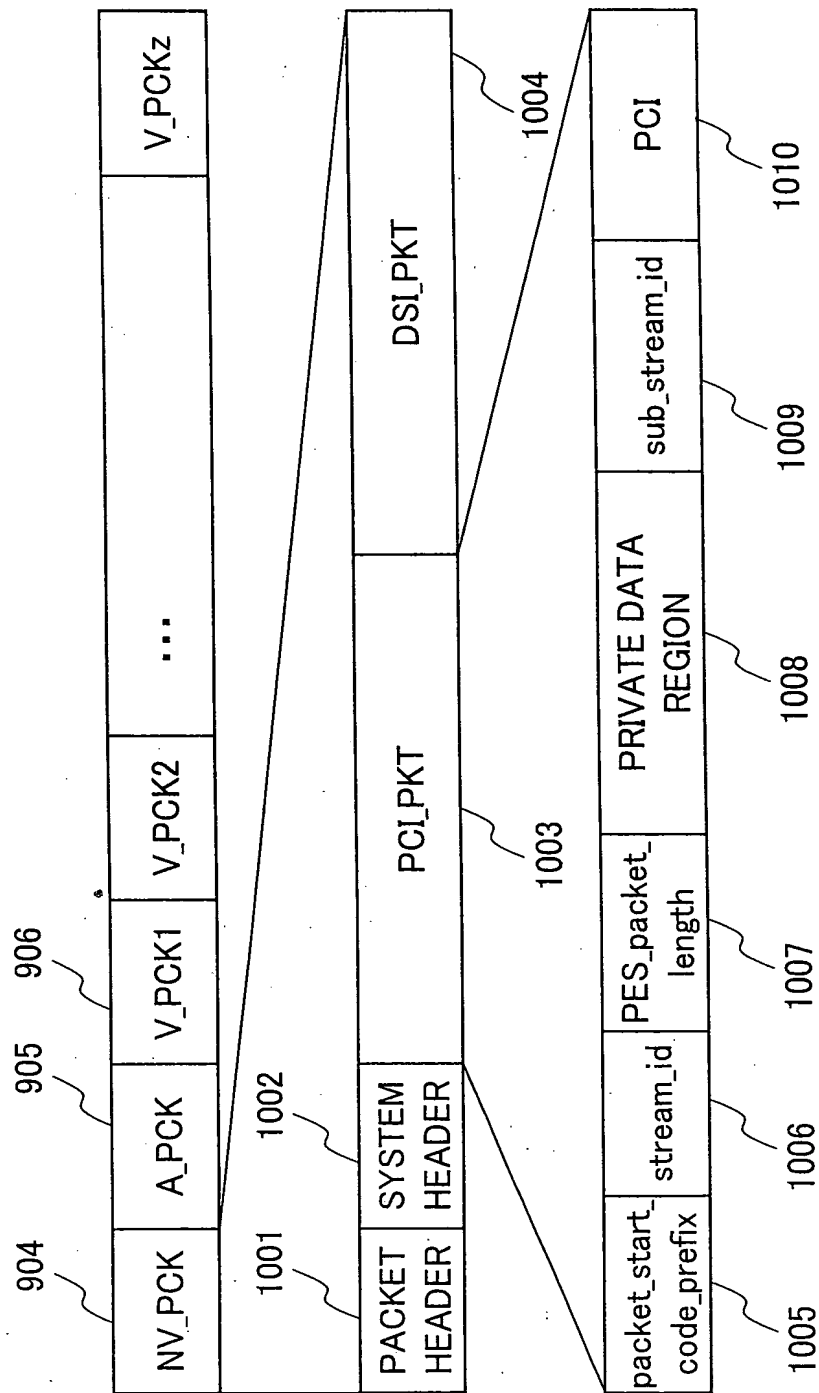


FIG. 22

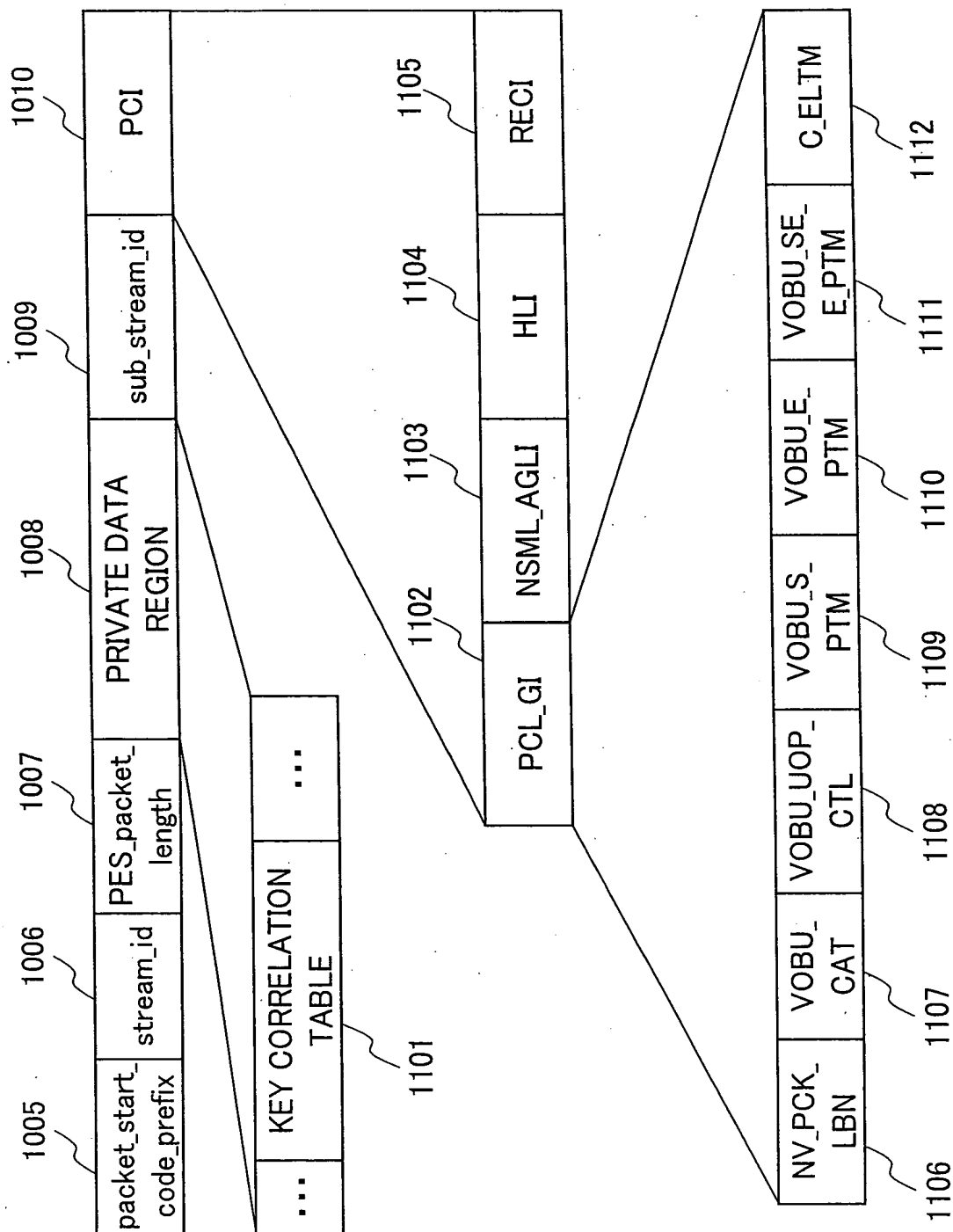


FIG. 23

KEY	ADDITIONAL FUNCTION PROGRAM
PAUSE KEY	CM.class
FAST-FORWARD KEY	Animation1.class
FAST-BACKWARD KEY	Animation2.class
PLAY KEY	—
• • •	• • •

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1101:KEY CORRELATION TABLE

FIG. 24

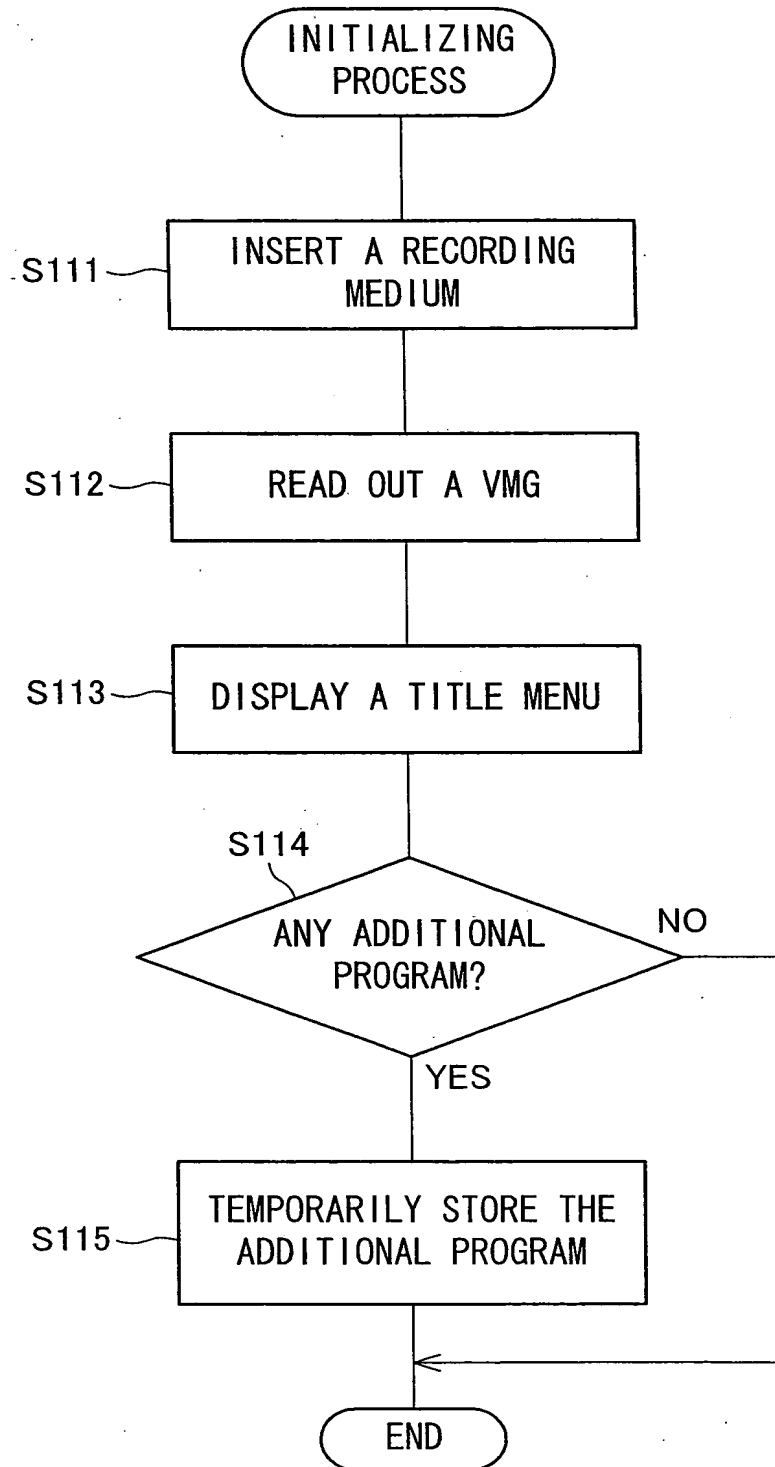


FIG. 25

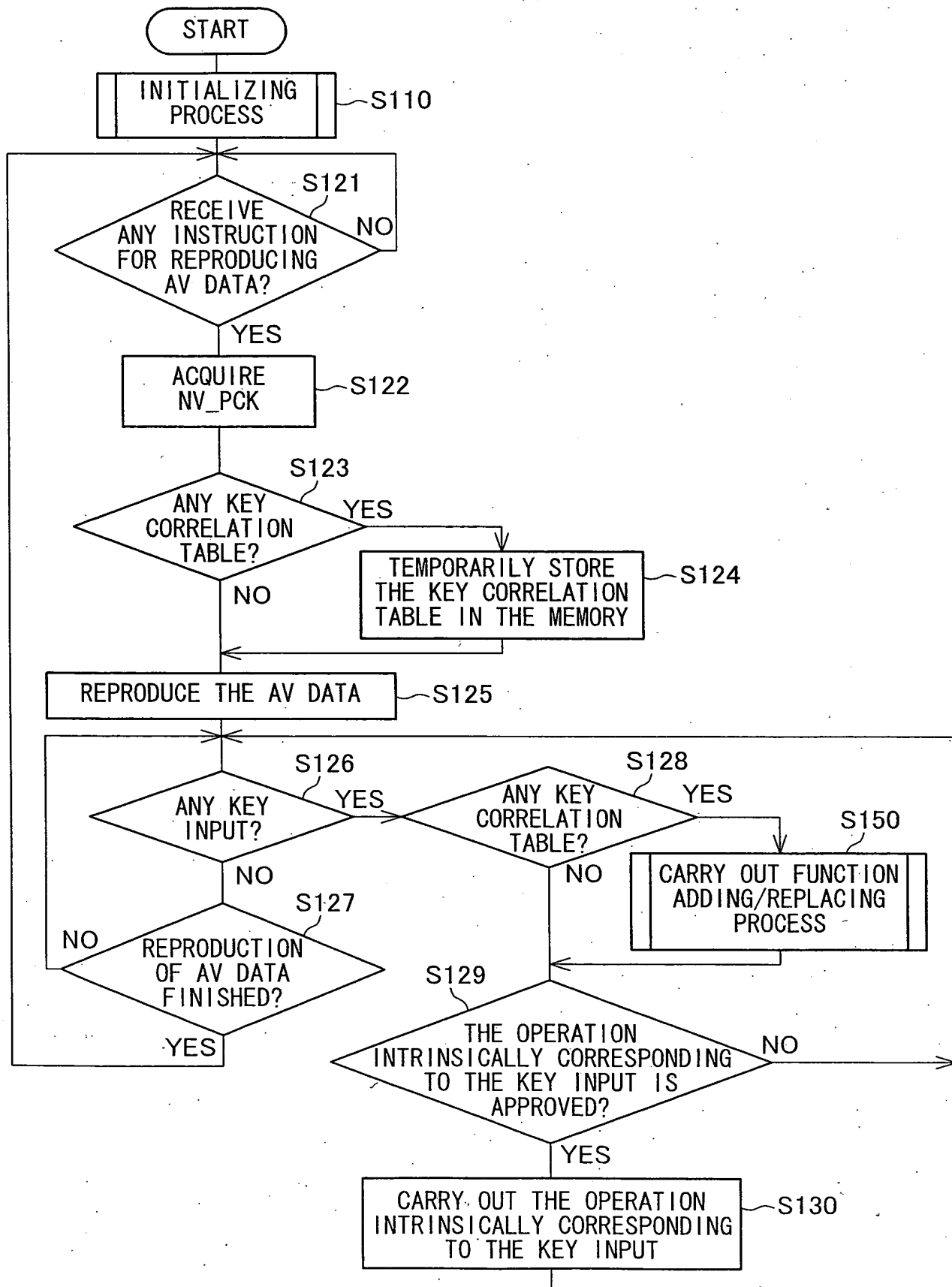


FIG. 26

